

MOON1-5

LOST LOVE

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

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Moonshadow, an old eladrin adventurer, has been missing for years. Though long enough to be forgotten by man, an eladrin's life is much longer than most. An old love seeks to learn his fate. This adventure begins or continues the *Fey Gates of the Sea of Swords* major quest that started in *BALD1-5 Lost Refuge*. A *Living Forgotten Realms* adventure set in The Moonshae Isles for characters levels 7-10.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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This adventure retires from RPGA-sanctioned play on December 31, 2012.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 7 - 10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

Moonshadow is a very, very old eladrin twilight incanter. The PCs are asked by his equally ancient lover, LeShanna, to find out what's happened to him. She says she has dreamt he was killed by an evil eladrin sorcerer allied to spider creatures. If he is truly dead, she would

like them to recover an amulet Moonshadow always carried, made from her own hair.

LeShanna is in fact an evil fey creature: a lamia, who ruled a realm in the Feywild known as the Spiderwood. Unlike most lamia, LeShanna is composed of tiny spiders rather than beetles and holds sway over spiders.

Centuries ago, LeShanna seduced Moonshadow and the two were lovers for a time. However, once Moonshadow discovered who his lover really was, he withdrew and tried to atone for the wicked things he had done in the name of love.

Moonshadow tricked her into magical captivity, thus rescuing the fey inhabitants of the Spiderwood from her tyrannical rule. Her former servants were grateful to be released from her domination, and they still count Moonshadow as their friend.

LeShanna is imprisoned in Moonshadow Mansion through a number of magical bindings. A few days ago one piece of the binding magic (a statue of LeShanna, wrapped in chains) was accidentally destroyed by a fomorian army moving through the Spiderwood. Because the magical bindings on her were loosened, allowing her to now move about in the mansion, LeShanna believes Moonshadow is dead.

POOR RANDAL

Randal, an eladrin spellcaster, has been sent by his liege, the eladrin Hadarai El'or'riandir (whom the PCs met in *MOON1-2 The Sea Drake* and possibly in *BALD1-5 Lost Refuge*), to locate a Moon Portal. The Spiderwood Portal opens to a location in the vicinity of Moonshadow Mansion.

Hadarai is trying to save the people of the small town of Baeladar Yaaira (in the Cloak Woods near Baldur's Gate). He plans to use a Moon Portal as a means of escape from the fomorians' army.

Knowing that Moonshadow Mansion has such a portal nearby, Randal entered the mansion he thought was abandoned and fell under LeShanna's domination. She thinks he is too weak to complete her quest, and so she sent him to recruit some adventurers on her behalf.

QUEST INFORMATION

This adventure can either start or continue the *Fey Gates of the Sea of Swords* major quest. Throughout the adventure, a number of sections called "Quest Information" appear. Those sections contain information that is directly relevant to the major quest. Whether the PCs (or just some PCs) have started the quest already or not, this adventure runs the same way.

The town of Baeladar Yaaira, an isolated eladrin city in the Feywild, had its Moon Portal conquered by an

army of fomorians. The fomorians are using the portal to raid targets on Faerûn. In (and since) the events of *BALD1-5 Lost Refuge*, the besieged eladrin are closer to succumbing to the fomorians and their army with each passing day. To this end, Hadarai El'or'riandir is taking steps to save them by finding portals in and to the Feywild from safe places on Faerûn.

Central to the quest is the lamia princess LeShanna. Lamias reproduce by duplicating themselves. Any "copies" of LeShanna found during the Quest were spawned before her current imprisonment. Throughout these adventures, LeShanna and Kerianna share an empathic bond.

KERIANNA

The "witch" Kerianna is a daughter/copy of LeShanna. She appears prominently in other parts of the Quest, and is allied to the fomorians, leading part of their army.

LORD HADARAI

If the PCs have played neither *MOON1-2 The Sea Drake* or *BALD1-5 Lost Refuge*, they may wish to know more about Lord Hadarai. A DC 21 History check reveals he is a minor noble of Gwynneth. Lord Hadarai is one of the few eladrin who wishes to form a closer bond with the other islands of the Moonshae Isles.

DM'S INTRODUCTION

During the first part of the adventure, keep up the charade of LeShanna being a lovesick old woman. If the PCs become suspicious of her, Randal should step in to vouch for her good heart and deeds. While she is bound to the Moonshadow Mansion, LeShanna reforms in the Tower Room the following night if killed.

The Moonmaiden mentioned in the Player's Introduction below is Selûne, the good goddess of the moon. The halfling bard, named Bree Sweetberry, hails from distant Aglarond. She hopes to catch a ship and travel to Moray, where she heard there are many lycanthropes. She does not have a cure but has faith in her goddess to guide and help her find a way.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

The small village of Warlsbry rests between the mountains, the Sea of Moonshae, verdant fields and the Dernall Forest. It is a common place for adventurers to congregate. The local population is mostly Ffolk, but Northlanders are also present.

For a moment, the rain has ceased to fall on the village, leaving the streets a muddy mess with fast-flowing shallow streams eager to return to the sea. The bitter cold brings everyone inside. The most inviting place in Warlsbry is the Once Dry Toad Inn, where a warm fire, hot hearty stew and strong drink await you.

As you enter, a short halfling maiden wearing a symbol of the Moonmaiden is singing about the tragic fall of a great warrior to the curse of the werewolf and his subsequent redemption through the loving and healing arms of the Moonmaiden.

This is a good time for the PCs to introduce each other.

ENCOUNTER 1: RANDAL

SETUP

Important NPCs: (Part 1)

Brenden Mac Lyrr Ffolk male, mid-forties, chieftain of Warlsbry and former adventurer

Randal (Arcana +8, History +13, Nature +10) Male eladrin fey knight (full stats for Randal appear in Encounter 5)

Seamus Duffee Inn proprietor, human

Lady LeShanna “Eladrin” lady (full stats for LeShanna appear in Encounter 5)

This encounter has three parts. In the first part, the PCs meet Randal, who asks them to meet with Lady LeShanna. The second part is optional and allows the PCs to gather information while in Warlsbry. The third part deals with the PCs meeting Lady LeShanna.

PART 1: RANDAL

LeShanna has sent Randal to gather adventurers to help her. In this encounter, the PCs meet Randal, who invites them back to Moonshadow Mansion.

Randal approaches the PCs directly if one of them qualifies for one of the following.

1. PCs with the story award **BALD11 Gates of Hope**. This reward starts the major quest if the PCs have it.
2. Fey PCs (such as eladrin, non-drow elves, gnomes and half-elves).

Otherwise, Brenden Mac Lyrr approaches the PCs with Randal if they qualify for one of the following.

1. PCs who have one of the “Thanks of the Mac Lyrr” favor (MOON01 or MOON05) and who do not have the “**MOON09 Ire of the Mac Lyrr**” story award.
2. Moonshavian PCs who do not have the “**MOON09 Ire of the Mac Lyrr**” story award.

Finally, if all else fails, Seamus the innkeeper approaches the PCs, and in return for a gold coin tells them they can find Randal in one of the back rooms.

Randal is formal and has an air of arrogance about him. He considers non-eladrin as lowly swords-for-hire. He addresses fey PCs first as if they are the leaders of the party. Despite this, Randal is not a heavily prejudiced man and is willing to work with anyone. If there are no fey PCs, he bluntly starts by asking who their leader is (which might provoke some roleplaying).

The eladrin is dressed elegantly in loose-fitting robes through which the sound of light armor can be heard.

“My name is Randal, a loyal servant to the Fey Queen of Gwynneth and a vassal of Lord Hadarai El’or’riandir. I come here at the request of a dying lady, Lady LeShanna. She wishes to meet with you at Moonshadow Mansion with a request for help.”

Randal has no idea how much Lady LeShanna can offer the party for their assistance.

QUEST INFORMATION: RANDAL

If any of the PCs are currently on the “Fey Gates of the Sea of Swords” quest, Randal adds the following.

“The task Lady LeShanna needs you to perform also helps my lord Hadarai. I cannot say more, but let me impress upon you the importance. Helping her also helps my Lord and the people of the Cloak Wood.”

Randal does not say more except to insist on the PCs coming with him. He does not beg or implore.

PART 2: WHO IS THAT?

The following modifiers apply to skill checks. These are cumulative bonuses. Those bonuses only apply to a given PC’s check.

- +2 for eladrin, elf or half-elf PCs.
- +2 for warlocks with a Fey Pact
- +2 for having Moonshae Isles as home region.

HISTORY

- **DC15** Moonshadow is an old eladrin warlock.
- **DC17** His adventuring days ended three hundred years ago, when he retired to a nearby mansion.
- **DC18** Moonshadow was an expert on the Feywild.
- **DC20** It is said that Moonshadow had a love affair with a fey princess.
- **DC25** Moonshadow is said to have written a codex of all the portals and gates linked to the Island of Alaron.
- **DC30** Moonshadow's missions into the Feywild often prevented evil fey creatures from ravaging into the natural world, but he has also done favors for less aggressive local fey communities.
- **DC35** In his youth, Moonshadow helped to overcome many evil fey and gained the eternal gratitude of the local fey.

STREETWISE

By asking around the village, PCs can learn information about Moonshadow.

- **DC10** Moonshadow was an eladrin warlock whose adventuring days ended centuries ago.
- **DC15** No one has seen Moonshadow in over a century. He must be dead by now.
- **DC19** Moonshadow Mansion lies south of Warlsbry, where the woods are thick, old and dark.
- **DC20** It is believed that Moonshadow had a love affair with a fey princess.
- **DC22** Moonshadow Mansion has been abandoned for many years.
- **DC25** Moonshadow used to send expeditions into the Feywild, usually on noble quests. Some adventurers came back pretty wealthy or with fabulous magic items, while others were never seen again.
- **DC30** Moonshadow's missions into the Feywild have usually been to defeat dangerous fey, but a few have also been to perform some service for the local fey community.

LADY LESHANNA?

No one in Warlsbry knows anything about Lady LeShanna. If asked, most people guess that she must be his wife or daughter, but none know for sure.

PART 3: LADY LESHANNA

When the PCs set out to Moonshadow Mansion, read the following:

The walled estate of Moonshadow Mansion is a few hours' ride south of Warlsbry in the Dernall Forest. The outside of the mansion shows signs of neglect.

The inside of the mansion is well kept and clean, despite a bit of spider web and dust. Randal brings the PCs to a well-decorated room. Incredible silk tapestries depicting vivid forest scenes decorate the room.

If any PC beats passive Perception DC 30 (or asks to study the tapestries and makes an active DC 30 Perception check), the PC notices that each tapestry has many tiny spiders lurking somewhere in the weave.

A DC 20 Nature check reveals that the tapestries are made from spider silk, and DC 25 reveals that the scenes depict the Feywild in all its beauty.

Make a secret note of which PCs (if any) decide to study the tapestries (a passive Perception check is not sufficient). A detailed study of them may help in the upcoming skill challenges.

LADY LESHANNA

Finally, Lady LeShanna enters the room dressed in a flowing silk gown, looking like true eladrin queen.

The eladrin woman is extremely old. Her hair floats like strands of silver, and her face has lost just a little of that youthful appearance common to eladrin. Her skin has a glowing quality that gives her an air of serenity. Her eyes are deep pools of violet streaked with veins of white that sparkle with a vitality her body no longer shares.

"Welcome to Moonshadow Mansion, I am Lady LeShanna. I am pleased to meet you all."

Play Lady LeShanna as a wise and kind grandmother-type. She only speaks of Moonshadow as a lost lover. She tells the PCs the following:

- She first asks the PCs to introduce themselves and speak of their previous adventures.
- She is Moonshadow's old lover.
- Sixty years ago, Moonshadow left on an expedition and has not returned.
- He often spoke of visiting a place called the Spiderwood that she knows is in the Feywild.
- Although sixty years is not very long (for her), she had a terrible dream wherein Moonshadow was set upon and killed by an evil fey sorcerer and a million spider creatures.
- She is no longer healthy enough to travel.
- She wants the PCs to find out his fate.
- If they find him but he has died or cannot return, she asks the PCs to bring back a locket made of her hair he kept with him. This would act as proof they have really located him.
- She gives the PCs a locket that allows them to find Moonshadow while in the Feywild. The locket only works when the target is on the same plane (it does not work right now).

She promises to reward the PCs, including a chest filled with Moonshadow's old adventuring gear. She does not know the contents but assures them it is very heavy.

It is possible that some PCs attempt to use the Arcana skill to detect magic on Lady LeShanna. Lady LeShanna radiate magic, but pleads "the vanity of an old woman" if asked about it.

Insight checks (DC 30/31) on Lady LeShanna reveal that she seems to harbor some resentment toward Moonshadow, although she is able to mask her outright hatred toward him because of her imprisonment. Allow the PCs to be suspicious of her, but do not provide her true identity.

ENDING THE ENCOUNTER

When the PCs agree to help Lady LeShanna, proceed to the next encounter.

ENCOUNTER 2: TO FIND A PORTAL

**SKILL CHALLENGE LEVEL 7/10,
COMPLEXITY 3 (900/1,500 XP)**

SETUP

SKILL CHALLENGE: TO FIND A PORTAL

Goal: Locate the portal leading to the Spiderwood.

Complexity: 3 (8 successes before 3 failures)

Primary Skills:

(Research Phase) Arcana, History, and Nature

(Social Phase) Diplomacy, Insight, Streetwise

(Searching Phase) Arcana, Nature or Perception

Victory: The PCs find the portal with undue hardship, and they gain a +2 bonus to initiative in the combat in Encounter 3.

Defeat: The PCs are able to find the portal with assistance, but they each lose a healing surge, and they take a -2 penalty to initiative in the Encounter 3 combat.

The skill challenge is in three phases. First, a research phase sees the PCs deciphering Moonshadow's notebooks. Next is a social phase where the PCs find and convince Aatos to tell them about his grandfather's expeditions. In the last phase, the PCs search through the woods to find the portal itself.

The three parts do not have to be completely separate. The PCs may do some research, then go to Warlsbry to find more information, and then return for more research, etc. To add additional flavor to the encounter, feel free to re-use the entries found in the skill checks in Part 2 of Encounter 1.

While the PCs are working for her, Lady LeShanna invites them to stay at the mansion. There is a plentiful supply of food and drink and several bedrooms.

"My dearest Moonshadow left many notes about the Feywild portals, but they appear to be in some kind of arcane code I cannot decipher. He clearly didn't want anyone finding it unless he had chosen them himself."

Lady LeShanna takes you to a dusty library. She indicates the notes scattered about on the tables and chairs. They are a mass of strange symbols and diagrams, similar to those used in archaic ritual books.

If the PCs decide to wander the forest, trying to find the portal without any information, they fail to find it.

MOONSHADOW'S LOCKET

At some point before the PCs head to the Feywild, LeShanna offers a female PC (or a male PC with high Charisma) a locket to find Moonshadow. This locket is a lodestone of the planes.

LESHANNA'S LOCKETS

As the PCs are working on the skill challenge, hand up to four PCs a copy of Handout 2. In the handout, LeShanna approaches the outsiders and/or the brawnier warriors. As an alternative, you may choose to run this mini-encounter separate with the PC alone.

Suspicious PCs may not want to give her a strand of their hair, and she won't risk pushing them for it. The real reason she wants it is revealed in the final encounter. The amulets really work, and while in the Feywild the PCs instinctively feel the location of the fey portal. Make a note of which PCs give up some hair and which ones don't.

Unless specified otherwise, use of each skill takes one full day (or night).

QUEST INFORMATION: RANDAL

At some point during the PCs' research, Randal approaches them and explains himself to the PCs.

"I have not told you everything about myself. Although I currently serve here at Moonshadow Mansion, my true allegiance does not lie with Lady LeShanna. I am a vassal to Lord Hadarai El'or'riandir, a remarkable leader from our thrice-blessed isle."

"Lord Hadarai asked me to find Feywild portals between that place and ours. If you should happen to find any information about any such portals, I offer you the small sum of fifty (50) pieces of gold minted in Gwynneth. My Lord's goal is to save a number of our fellow moon elves (eladrin) under attack by dark forces."

Randal promises the PCs 50gp each if they help him. However, the PCs helping gain both the gratitude of the eladrin of Baeladar Yaaira AND his lord Hadarai, which he insists is greater than mere coins. The gold minted in Gwynneth is accepted normally throughout Faerûn (including the Moonshaes, where people give you a sideways look but take the money).

SITUATIONS NOT COVERED IN THE SKILL CHALLENGE

The PCs can attempt things not covered here, most likely through the use of rituals or powers. Whatever they use, they cannot gain more than one success. Give the PCs the information you deem most appropriate.

For example, a PC using a ritual to decipher codes could not gain more than one success overall for each ritual used. The DM could give that PC information as if one Arcana check succeeded.

THE FEY PASSAGE RITUAL

It is possible that a PC may have this ritual. If so, Randal points out that there are number of fey crossings nearby. Finding the right one is almost impossible.

If the PCs persist in using the ritual, the portal they open leads to the wrong area of the Spiderwood, and they automatically fail the skill challenge (unless they had already gathered the 8 successes).

THE MAP

Many of the handouts refer to a map or a series of maps. None of those maps can be found in the mansion, as Moonshadow took them on his last expedition.

DOING NOTHING

If the PCs decide to do nothing and simply wait, they gain one failure per day of inactivity. If one PC does something each day, they do not get this failure.

SKILL CHALLENGE (PART 1: RESEARCH)

During Part 1, the PCs must accumulate 4 successes. If the PCs reach 3 failures, proceed to “Failing”. They must gather other successes in Parts 2 and 3. Note that since Parts 2 and 3 are optional, the PCs can achieve 5 successes in Part 1, but must attain at least 4 to move on.

Up to three PCs can work together to make each check. For all of those checks, assume Randal assists the PCs; however, his assistance is included in the DCs. When they get a first success with any skill, tell them how many more successes are possible with that skill.

The PCs find a number of loose sheets, notes and scribbles done by Moonshadow in books, scrolls and notebooks, which he planned to gather into a great book of lore one day. However, when the PCs enter the house, these are little more than random notes.

During this phase of the investigation, the PCs may wish to use the Insight skill. Although a good idea, the only thing one can obtain from Insight is that Moonshadow was extremely disorganized. Use of that skill at this time grants neither a success nor a failure.

Arcana (DC 19/21) (2 successes; 2 maximum)

Note: PCs lacking the Ritual Caster feat take a -2 penalty to Arcana checks because of the large amount of ritual information used in the notes. The penalty affects rolls to assist as well.

First Success: Give them the “Arcana 1” section of Handout 1.

Second Success: Give them the “Arcana 2” section of Handout 1.

History (DC 19/21) (1 success; 1 maximum)

Note: PCs who do not have the Moonshae Isles as home region take a -2 penalty to History checks. The penalty affects rolls to assist as well.

First Success: Give them the “History 1” section of Handout 1.

After receiving this, PCs who have earned **MOON02 Favor of Aatos Kallio** immediately recognize the name Kallio. Hint that Aatos may know something that could help the PCs if they can find him. This opens up another option in Part 2 of the investigation.

Nature (DC 19/21) (1 success; 1 maximum)

(-2 penalty to skill check if the PC does not have the Ritual Caster feat because of the large amount of ritual information used in the notes. The penalty affects rolls to assist as well.)

First Success: Give them the “Nature 1” section of Handout 1.

After receiving this, PCs who have earned **MOON02 Favor of Aatos Kallio** immediately recognize the name Kallio. Hint that Aatos may know something that could help the PCs if they can find him. This opens up Part 2 of the investigation.

Religion (DC 19/21) (1 success; 1 maximum)

Note: PCs who do not worship a fey-associated deity (such as Corellon) take a -2 penalty to skill checks. The penalty affects rolls to assist as well.

First Success: Give them the “Religion 1” section of Handout 1.

SKILL CHALLENGE (PART 2: SOCIAL)

During Part 2, the PCs can accumulate up to 3 successes. If the PCs reach 3 failures total from Parts 1 and 2, proceed to “Failing”.

This part of the challenge is optional. All the successes needed to complete the skill challenge can be obtained through Part 1 or 3. When the PCs earn 8 successes, proceed to “Completing the Challenge.”

There are three ways the PCs can start this part of the adventure.

First they could head to Warlsbry to looking for rumors or stories about faerie rings, portals, attacks and other fey-related stories.

Second, they can find Aatos Kallio, the druid from MOON1-1 *Nature's Wrath*. That particular avenue is limited to parties where at least one PC has **MOON02 Favor of Aatos Kallio**.

Finally, the PCs may speak with Bree, the halfling priestess of Selûne they met during the introduction in Warlsbry.

What skill the PCs must use depends on their approach. Talking to the populace (not Aatos or Bree) should give the PCs a very superstitious view of anything that has to do with the fey.

PCs who wish to expend **MOON02 Favor of Aatos Kallio** can cross it off (marking "used" on the favor) and gain an automatic success. Only one such favor can be traded for an automatic success. See below for the information Aatos can give the PCs.

Diplomacy, Insight or Streetwise (DC 19/21): (3 maximum)

All three of those skills can be used to gain the following information. The exact details and who gives the PCs the information vary. However, the information is the same.

First Success: Every full moon, a growing number of monsters appear in the Dernall Forest near Warlsbry. Although the NPC does not think of it, if the PCs mention Moonshadow Mansion, a local NPC (not Bree), can confirm that the monsters appeared "in that area."

Second Success: The NPC tells the PCs that a druid once said all fey portals are temporary, and that they must always form in a gap or crevasse: for example, an oddly curved tree branch, a ring of mushroom or a broken tree that now hangs forms a doorway or passage of sorts that becomes the fey portal.

Third Success: The NPC says an old druid told them that before any moon portal opens, a number of silver star-shaped flowers bloom for a day or so. If a flower is located, the NPC warns the PCs to run since those nearby often disappear, never to be found again.

SKILL CHALLENGE (PART 3: SEARCHING)

During Part 3, the PCs can accumulate up to 4 successes. If the PCs reach 3 failures total from all parts, proceed to "Failing".

This part should be run last, once the PCs had a chance to complete Parts 1 and 2. When the PCs gather the required 8 successes, proceed to "Completing the Challenge." It is possible for the PCs to enter this scene with between 4-7 successes, depending on their choices in the first parts of their investigation. If the PCs have 7 successes coming into this scene, they only need to

succeed at one skill check to successfully complete the skill challenge.

Arcana (DC 19/21) (trained only; 1 success; 2 maximum)

Use this skill to feel the growing energies (similar to a *detect magic* use).

Nature (DC 19/21) (1 success; 2 maximum)

Use this skill to notice and recognize areas a moon portal might open. If the PC succeeds, he manages to find a few possible locations.

Perception (DC 16/18) (1 maximum) Use this skill to notice small silver star-shaped flowers, indicating the future opening of a portal. The PCs who spent time studying the tapestries earlier instead have a less difficulty (DC 12/14).

ENDING THE ENCOUNTER

Success: See "Completing the Challenge" below.

Failure: See "Failing" below.

COMPLETING THE CHALLENGE

When the PCs make the final check to complete the challenge, it is moonrise. Read the following

The moon shines down through the trees, as there is a sudden rush of air. The fabric of reality tears before your very eyes, revealing a different landscape beyond.

Beyond the portal is the Feywild. Proceed to Encounter 3 when the PCs pass through.

FAILING

The PCs failed to get all the successes needed. In that case, Randal finds the portal on his own shortly after moonrise.

Randal takes you into the woods, where he points you to a shimmering ripple in reality. Beyond, you can make out a different landscape beyond.

Beyond the portal is the Feywild. Proceed to Encounter 3 when the PCs pass through. Because they failed to complete the skill challenge, they gain only half experience from this encounter. Also, the stress of passing through the portal later in the evening than they would have if they had found it earlier causes each PC to lose 1 healing surge and has consequences in later encounters.

EXPERIENCE POINTS

The characters receive 180/300 experience points for successfully completing the skill challenge.

TREASURE

Each PC who accepts one of LeShanna's lockets receives a *lodestone of the planes*.

ENCOUNTER 3: SPIDERWOOD

ENCOUNTER LEVEL 8/10 (1,750/2,500 XP)

SETUP

This encounter includes the following creatures.

- 1 bloodweb spider swarm (S)
- 1 daggerthorn briar (B)
- 1 feyborn ettercap webspinner (W)
- 1 harpy (H)

At high tier, add the following creatures

- 2 bloodweb spider swarm (S) (total of 3)
- 1 harpy (H) (total of 2)

The creatures have the same statistics at each tier. As the adventurers enter the area, read the following, adjusting as needed if no PC accepted a locket from LeShanna.

The now-familiar tug of the locket leads you through many giant spiders' webs and twisted trees. The only path through a clearing ahead takes you past a patch of thorny-looking undergrowth.

The PCs have crossed the path of a war band attached to the fomorian army heading for the Cloak Wood. Those creatures are part of the army attacking Baeladar Yaaira. Some creatures are loyal to their leaders (such as the harpies) while others (such as the ettercap) are not so loyal but take part because it seems interesting.

If the PCs succeeded at the skill challenge in Encounter 2, they gain a +2 bonus to their initiative roll. If they failed that skill challenge, they take a -4 penalty.

FEATURES OF THE AREA

The PCs are travelling from left to right on the map.

Illumination: Dimly lit.

Giant Webs: The webs are impassable to non-spiders. They are so dense as to grant concealment and cover to creatures on the other side. Any non-spider in contact with the webs is immobilized (save ends). The spider creatures can navigate the webs freely.

All the "branches" on the trees represent webs. Similarly, the ponds are a large grouping of webs, not water.

TACTICS

The harpy and the ettercap both know about the daggerthorn briar and position themselves to force PCs to move through areas where the briar can take opportunity attacks. The briars trigger as soon as a creature moves adjacent to them.

Once a few PCs are stuck close to the briar, it uses its *web terrain* ability to slow down the PCs further.

The spider swarm avoids the briars and move down from the trees to attack the PCs.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove the bloodweb spider swarm.

Six PCs: Add your choice of a harpy OR a bloodweb spider swarm.

ENDING THE ENCOUNTER

The clearing beyond is contains nothing of interest.

INTERROGATING THE CREATURES

Only the harpies can speak. They lie, pretending to live nearby and that they were defending their homes. The harpy's Bluff bonus is +8.

If convinced or coerced (through Bluff, Intimidate or use of a power or ritual), they admit they recruited the other creatures for an imminent attack on a moon elf settlement somewhere in the "human world." She works for a powerful witch named Kerianna.

SEARCHING THE BODIES

On the body of one of the harpies, the PCs can find a map of the Spiderwood with a number of gates indicated. This information is highly valuable to Hadarai and Randal. Though the locations of the gates in the Spiderwood appear on the map, where they lead to is not indicated.

FINALLY

If the party is defeated, a group of creature loyal to Moonshadow comes in and defeats this group and "rescue" the PCs. They carry the PCs to Moonshadow. The DM has to modify the next encounter to take this into account and allow the PCs to use healing surges to heal themselves before triggering the combat.

QUEST INFORMATION

The PCs should learn about Kerianna's impending attack on the settlement. If the PCs killed all the creatures, one of the harpies has a note from Kerianna stating that the

attack on the eladrin will begin “shortly” and that they must gather more creatures to the cause.

TREASURE

The PCs can find: 50/75 gp worth of coins and trinkets.
They also find a *guardian shield* (level 10)

EXPERIENCE POINTS

The characters receive 350/500 experience points each for defeating the creatures.

ENCOUNTER 3: SPIDERWOOD STATISTICS

Harpy (level 8)	Level 8 Controller
Medium natural beast (spider)	XP 350
Initiative +5 Senses Perception +5	
HP 87; Bloodied 43	
AC 22; Fortitude 19, Reflex 19, Will 21	
Resist 10 thunder	
Speed 6; fly 8 (clumsy)	
m Claw (standard; at-will)	
+13 vs. AC; 1d8+3 damage.	
C Alluring Song (standard; sustain minor; at-will) ♦ Charm	
Close burst 10; deafened creatures are immune; +14 vs. Will; the target is pulled 3 squares and immobilized (save ends). When the harpy sustains the power, any target that has not yet saved against the effect is pulled 3 squares and immobilized (save ends).	
C Deadly Screech (standard; recharge 5,6) ♦ Thunder	
Close burst 4; +14 vs. Fortitude; 1d6+5 thunder damage, and the target is dazed (save ends).	
Alignment Evil Languages Common	
Skills Stealth +11	
Str 15 (+6) Dex 15 (+6) Wis 14 (+6)	
Con 15 (+6) Int 10 (+4) Cha 19 (+8)	

Daggerthorn Briar	Level 7 Obstacle
Trap	XP 300
Hazard: A single briar patch of daggerthorn briar fills 10 contiguous squares, turning them into difficult terrain.	
Perception	
No check is necessary to notice the briars.	
Additional Skill: Nature	
♦ DC 24: The character identified the patch as daggerthorn briar.	
Trigger	
The briars attack when a creature enters or begins its turn in or adjacent to a square of daggerthorn briar.	
Attack	
Opportunity Action Melee	
Target: Creature in or adjacent to briar	
Attack: +14 vs. AC	
Hit: 2d10 + 5 damage and immobilized until escape. The attack deals 3d10 + 5 damage if the target is bloodied.	
Countermeasures	
♦ Immobilized characters can use Acrobatics or Athletics (DC 20) to free themselves.	
♦ A character can attack a square of daggerthorn briar (AC 18, other defenses 15; hp 70; vulnerable 10 fire). Once a square is destroyed it cannot attack and is no longer difficult terrain.	

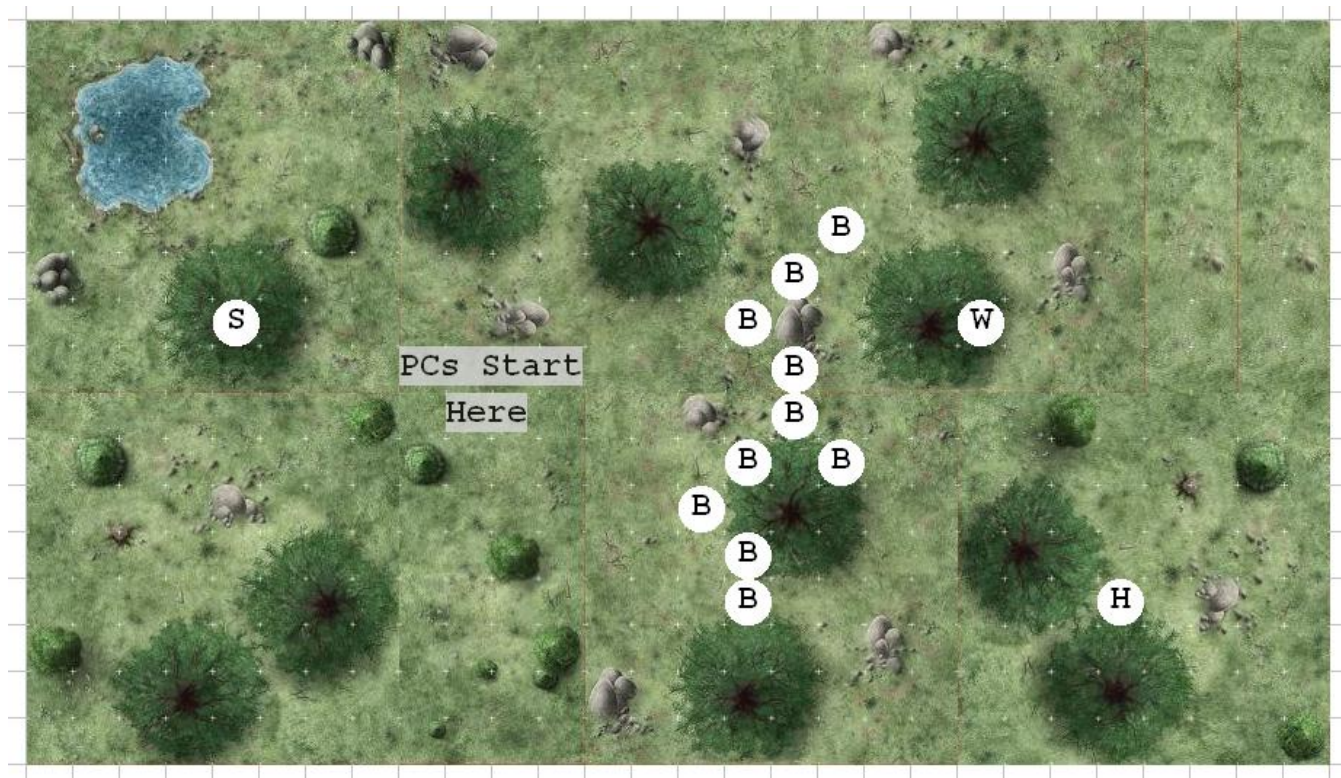
Feyborn Ettercap Webspinner	Level 8 Elite Skirmisher
Medium natural humanoid (fey, spider)	XP 700
Initiative +6 Senses Perception +11	
HP 168; Bloodied 84	
AC 22; Fortitude 20, Reflex 21, Will 21	
Resist 10 poison	
Saving Throws +2	
Speed 5; climb 5 (spider climb); see also <i>step through the mists</i> and <i>web walker</i>	
Action Points 1	
m Longspear (standard; at-will) ♦ Weapon	
Reach 2; +13 vs. AC; 1d10+5 damage.	
M Spider Bite (standard; at-will) ♦ Poison	
Requires combat advantage; +13 vs. AC; 1d6+5 damage, and the ettercap makes a secondary attack against the same target.	
Secondary Attack: +11 vs. Fortitude; ongoing 5 poison (save ends).	
M Undeniable Beauty (immediate interrupt, when feyborn creature is targeted by a melee attack; at-will)	
+10 vs. Will against attacker; the attacker must target a different creature or end its attack.	
R Lure of the Wild (standard; recharge 6)	
Ranged 10; +10 vs. Will; target is pulled 5 squares and dazed (save ends).	
R Web Net (minor 1/round; at-will)	
Ranged 5; +12 vs. Reflex; the target is restrained (save ends).	
A Webbed Terrain (standard; recharge 6) ♦ Zone	
Area burst 2 within 10; +12 vs. Reflex; the target is immobilized (save ends). The zone is filled with spider webs and is considered difficult terrain until the end of the encounter.	
Step Through the Mists (move; encounter)	
The feyborn creature teleports up to 3 squares.	
Web Walker	
An ettercap ignores the movement effects of spider webs and difficult terrain related to spider swarms.	
Alignment Unaligned Languages -	
Skills Stealth +11	
Str 16 (+7) Dex 14 (+6) Wis 15 (+6)	
Con 16 (+7) Int 5 (+1) Cha 13 (+5)	
Equipment leather armor, longspear	

Bloodweb Spider Swarm (level 8)	Level 8 Soldier
Medium natural beast (spider, swarm)	XP 350
Initiative +13 Senses Perception +7; tremorsense 5	
Swarm Attack aura 1; the bloodweb spider swarm makes a basic attack as a free action against each enemy that begins its turn in the aura. In addition, an enemy that enters or starts its turn in the aura is slowed (save ends) by strands of crimson webbing.	
HP 88; Bloodied 44	
AC 22; Fortitude 17, Reflex 21, Will 17	
Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks	
Speed 4, climb 4 (spider climb)	
m Swarm of Fangs (standard; at-will) ♦ Poison	
+11 vs. Reflex; 2d6+3 damage, and ongoing 5 poison damage (save ends).	
Alignment Unaligned Languages -	
Skills Stealth +16	
Str 14 (+6) Dex 24 (+11) Wis 16 (+7)	
Con 16 (+7) Int 1 (-1) Cha 8 (+3)	

ENCOUNTER 3: SPIDERWOOD MAP

TILE SETS NEEDED

Ruins of the Wild x3



ENCOUNTER 4: MOONSHADOW

ENCOUNTER LEVEL 1 (300 XP)

SETUP

This encounter includes the following creatures.

Moonshadow (M)

THE STATUE

Outside the lair stands a statue of LeShanna as she was centuries ago.

A crumbling 12-foot tall statue lies in a clearing. It depicts a beautiful eladrin woman wearing a tiara covered in tiny carved spiders.

A more recent addition to the statue (perhaps a couple of hundred years old) is a heavy iron chain wrapped around it. The statue is broken into a few pieces, and the chain has been partially torn off.

Beyond where the statue stood is a cave entrance with a heavy iron door with a keyhole.

PCs that played BALD1-5 who investigate the statue notice a strong resemblance to Kerianna.

REPAIRING THE STATUE

It is possible for the PCs to repair the statue if they wish. If they take some time (before or after the adventure) to fix it, they can fix it. Whether fixing the statue recreates the magical bonds remain unclear. Fixing the statue has no effect if LeShanna is not bound through Moonshadow's ritual.

ENTERING THE LAIR

There are a number of alarm "traps" in the area (Perception DC 19/21 to spot, Thievery DC 19/21 to disarm). Failure to spot or disarm alerts the creatures within. If you are running this adventure under a time constraint, simply skip the alarms altogether.

Knowing that one day his binding wards would fail, Moonshadow placed wards on some of his protections. One such item is the locket LeShanna gave the PCs to find him. Thus, as soon as the PCs entered the Feywild, Moonshadow believed that LeShanna was free (he does not know that she is only partially free). He began to prepare his defenses to face her or her agents.

MOONSHADOW

The PCs find Moonshadow in his lair. He is not sure which PC is LeShanna, so he spreads around his attacks until LeShanna reveals herself. Of course, she cannot since none of the PCs are actually LeShanna.

Set up and present the encounter as though the PCs were fighting a dangerous solo villain. A lot of the fun of this encounter rests upon this misdirection.

Important Note: Moonshadow is presented as a minion in spite of his great experience as an adventurer. In his prime Moonshadow would have been a very deadly foe, but his health is precarious. To make things worse, the last of his vitality was lost while fighting the fomorian army. He falls to the ground as soon as he is successfully hit by an attack.

FEATURES OF THE AREA

Illumination: Bright magical golden light filters through the ceiling lighting the area.

Ridge: The ridge is 20 feet tall. Moonshadow suffers no damage from falling from the ridge.

TACTICS

Moonshadow rants about how "you will never escape," "let us finish what we started," "you will be trapped forever," and "show yourself!" Moonshadow should appear like a deranged old eladrin. The PCs have no way of knowing that his ravings are directed to LeShanna, for Moonshadow does not explain himself until later in the encounter.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: No change.

Six PCs: Add two levels to Moonshadow (+2 to all Attacks and Defenses, +1 to all ability, damage and skills; his single hit point remains the same).

ENDING THE ENCOUNTER

Because of his advanced age, Moonshadow dies as soon as he takes damage, whether that damage is lethal or non-lethal. His advanced age and the rigors of combat prove too much for him, and his body dies from the stress. Because he dies of old age more than damage, Moonshadow cannot be brought back to life through a Raise Dead ritual.

Moonshadow's voice is raspy and labored. He tells the PCs the following information.

- He now knows that LeShanna is not among the PCs.
- LeShanna is a powerful lamia who once ruled over the Spiderwood.
- She has power over spiders instead of beetles, as is common among her race.
- Moonshadow managed to magically bind her to his mansion 300 years ago with two magical artifacts.
- The first is an amulet made from LeShanna's hair. This amulet is magically linked to a living spellcaster who acts as "the Keeper" (currently Moonshadow) and is effective as long as the Keeper does not die.
- There is a ritual for transferring the amulet to another Keeper. The transfer ritual is detailed in a book in Moonshadow's library, hidden by the Secret Page ritual. After the death of the Keeper, there is a short delay before the binding spell fails (probably between 1 and 3 days). The amulet binds her to the mansion.
- The second magical artifact is the chain that was wrapped around her statue just outside. That bound her to a cell in the mansion and prevented her powers from affecting anything outside the cell. If the statue could be repaired and the chain once more wrapped around it, she should return to her cell when killed.
- He was badly injured in his recent battle with an army of dark and evil fey led by fomorian overlords. (Though Moonshadow does not know, this army is headed to the Cloak Wood).
- He was looking for someone to transfer the burden of LeShanna's imprisonment to.

Moonshadow dies after sharing this information. To find the ritual, the PCs must return to the mansion and find the book Moonshadow spoke of in the library.

EXPERIENCE POINTS

The PCs get 300 xp for defeating Moonshadow.

TREASURE

Moonshadow has a +2 *wand of eldritch rain* (+3 at high level) and a ritual book containing Enchant Magic Item, Knock, Magic Circle and Secret Page. He also has a scroll of Fey Passage and a scroll of Secret Page.

Among the things Moonshadow took from the fomorians' allies, the PCs find, at low-level, a *cloak of survival* +2. At high-level, they find *battlestrider greaves*.

ENCOUNTER 4: MOONSHADOW STATISTICS

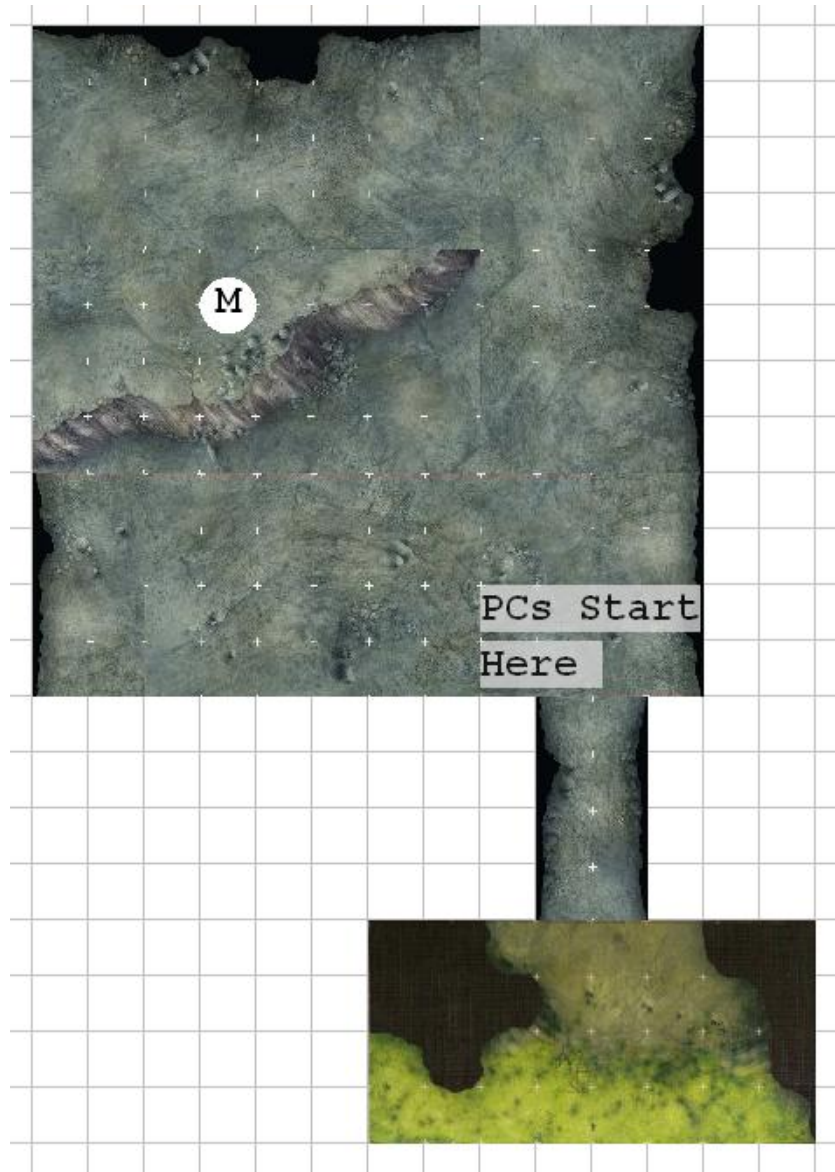
Moonshadow (level 15)		Level 15 Minion	
Medium fey humanoid		XP 300	
Initiative +10		Senses Perception +8; low-light vision	
HP 1; a minion never dies from a missed attack.			
AC 29; Fortitude 26, Reflex 28, Will 28			
Saving Throws +5 against charm effects			
Speed 6; see also <i>fey step</i>			
m Spear (standard; at-will) ♦ Weapon			
+17 vs. AC; 1d8+4 damage and the target is slowed until the end of the eladrin twilight incanter's next turn			
R Binding Bolt (standard; at-will)			
Ranged 10; +19 vs. Reflex; 1d8+6 damage and the target is immobilized until the end of the eladrin twilight incanter's next turn.			
R Teleporting Bolt (standard; at-will) ♦ Teleportation			
Ranged 10; +19 vs. AC; 1d8+5 damage and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe square			
C Dazzling Blast (standard; recharge 5 6) ♦ Radiant			
Close blast 3; +16 vs. Will; 2d6+6 radiant damage, and the target is blinded until the end of the eladrin twilight incanter's next turn.			
Fey Step (move; encounter) ♦ Teleportation			
The eladrin twilight incanter can teleport 5 squares			
Alignment Good		Languages Common, Elven	
Skills Arcana +19, History +19, Nature +13			
Str 12 (+8)	Dex 16 (+10)	Wis 12 (+8)	
Con 10 (+7)	Int 20 (+12)	Cha 26 (+10)	
Equipment robes, spear			

ENCOUNTER 4: MOONSHADOW MAP

TILE SETS NEEDED

Lost Caverns of the Underdark x2

Caves of Carnage x1



ENCOUNTER 5: SHOWDOWN

ENCOUNTER LEVEL 12/13 (2,700/3,900 XP)

SETUP

This encounter's low-level version includes the following creatures:

5 blightborn thorn blight (B)

1 bloodweb spider swarm (S)

Lady LeShanna (L)

Randal (R)

At high-level add the following creatures:

1 blightborn thorn blight (B)

1 bloodweb spider swarm (S)

The PCs return to the mansion and have a final showdown with LeShanna in Moonshadow Mansion's library where the PCs did some of their research in Encounter 2.

As the PCs enter the area, read:

You finally find Lady LeShanna in the library. No longer is she old and dying. Instead, she appears young and filled with the radiant beauty found only in fey women. And she is not pleased. "You have failed! I am still not free! He should've been dead. Your death may be the key. Randal, kill them!"

FEATURES OF THE AREA

Illumination: The room is brightly lit.

Old Bookshelves: The bookshelves marked as '1' on the map are old and susceptible to collapse if hit during combat. If any square with an old bookshelf is hit with a blast or area power, the bookshelf collapses, attacking all adjacent square with a +11/+13 vs. Reflex; on a hit targets are knocked prone. All adjacent squares and the square(s) previously occupied by the bookshelf become difficult terrain costing 2 squares of movement.

TACTICS

During this fight, Randal fights next to LeShanna. However, he can be convinced at any time to turn from her (see "Randal"). It should be obvious to the PCs that he would rather not fight them.

In Encounter 2, LeShanna made lockets for some PCs. For those same PCs, she made some of LeShanna's

lockets, see the New Rules section. LeShanna uses those lockets as soon as she can, saving none.

If a PC allowed LeShanna to create a locket for them from their hair, LeShanna gains a bit of power over them. As an immediate interrupt, when LeShanna is attacked by a PC who she has a locket for, she can deflect the attack from that PC onto a target adjacent to her.

No matter his ultimate choice, once LeShanna falls, Randal throws down his sword and surrenders.

RANDAL

Randal has been told a number of lies by LeShanna, and he believes the PCs are tied to a curse that affects LeShanna. Yet, he is not fully convinced. It is possible to convince Randal to change sides during the battle. A PC can use a standard action to take part in the skill challenge. The DCs for Bluff/Diplomacy/Intimidate are 19/21. When the PCs obtain 4 successes before 3 failures, Randal changes sides and joins the PCs. With each success, Randal acts as if stunned until the end of his next turn. However, if he is attacked while stunned, this counts as one failure toward the skill challenge.

Until Randal switches sides, every round on his turn, Randal pleads the PCs to surrender (as a free action) and chooses to knock PCs unconscious rather than kill them. If the skill challenge fails, Randal commits to fighting for LeShanna.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one swarm (add an extra two at high level).

Six PCs: Add one swarm (also two blightborn thorn blight at high level).

ENDING THE ENCOUNTER

TREASURE

The PCs can find 50 gp worth of loot.

EXPERIENCE POINTS

The PCs get 390/590 xp for success in this encounter.

ENCOUNTER 5: SHOWDOWN STATISTICS (LOW LEVEL)

Blightborn Thorn Blight		Level 11 Minion
Medium fey humanoid (plant)		XP 150
Initiative +11	Senses Perception +14	
HP 1; a missed attack never damages a minion.		
AC 25; Fortitude 21, Reflex 25, Will 23		
Speed 8		
m Thorns (standard; at-will) ♦ Poison		
+16 vs. AC; 4 poison damage (5 poison damage with combat advantage).		
Alignment Chaotic Evil	Languages Elven	
Skills Perception +14, Stealth +16		
Str 12 (+6)	Dex 23 (+11)	Wis 18 (+9)
Con 13 (+6)	Int 5 (+2)	Cha 11 (+0)

LeShanna		Level 11 Elite Controller (Leader)	
Lamia (Level 11)			
Medium fey magical beast (shapechanger)		XP 1,200	
Initiative +7		Senses Perception +12	
Swarm's Embrace aura 1; an enemy that starts its turn in the aura takes 10 damage			
HP 260; Bloodied 130			
AC 29; Fortitude 26, Reflex 25, Will 27			
Resist takes half damage from melee and ranged attacks;			
Vulnerable 10 against close and area attacks			
Saving Throws +2			
Speed 6; climb 6			
Action Points 1			
m Cursed Touch (standard; at-will) ♦ Healing			
+17 vs. Fortitude; 1d6 + 4 damage and the target is dazed (save ends). In addition, the lamia regains a number of hit points equal to the amount of damage dealt.			
M Devouring Swarm (standard; sustain minor; at-will)			
Reach 5; +17 vs. Fortitude; 3d6+4 damage. When the lamia sustains this power, the devouring swarm deals 3d6+4 damage to the target (no attack roll required). The target must be within this power's range for the lamia to sustain the power.			
C Pacifying Burst (standard; recharge 5 6) ♦ Psychic			
Close burst 5; +17 vs. Will; the target is stunned (save ends).			
Change Shape (minor; at-will)			
A lamia can alter its physical form to appear as an attractive medium humanoid of any race or gender (see <i>Change Shape</i> , MM 280).			
Squeezing Swarm			
By altering its shape, a lamia can squeeze through small openings as if it were a Tiny creature (see "Squeeze" in PH page 292).			
Alignment Evil		Languages Common, Elven	
Skills Arcana +14, Bluff +16, Insight +13			
Str 13 (+7)		Dex 14 (+8)	
Con 18 (+10)		Wis 14 (+8)	
		Int 17 (+9)	
		Cha 21 (+11)	

Randal		Level 9 Soldier (Leader)
Eladrin Fey Knight (Level 9)		
Medium fey humanoid		XP 400
Initiative +12	Senses Perception +6; low-light vision	
Feywild Tactics aura 10; fey creatures in the aura score a critical hit on a roll of 19 or 20 (a roll of 19 is not an automatic hit however)		
HP 93; Bloodied 46		
AC 25; Fortitude 19, Reflex 21, Will 19		
Saving Throws +5 against charm effects		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+14 vs. AC; 1d8 + 5 damage		
M Stab of the Entangling Wild (standard or opportunity; recharge 5 6) ♦ Weapon		
Requires longsword; +14 vs. AC; 3d8 + 5 damage and the target is restrained until the end of the eladrin fey knight's next turn. The eladrin fey knight cannot attack with its longsword while the target is restrained.		
R Feywild Challenge (standard; encounter)		
Ranged 10; the target is marked until the end of the encounter or until the eladrin fey knight dies, taking 5 damage each round it does not attack the eladrin fey knight.		
Fey Step (move; encounter) ♦ Teleportation		
The eladrin fey knight can teleport 5 squares		
Harvest's Sorrow (immediate reaction, when an ally within 5 squares is damaged, at-will)		
Half the attack's damage is negated and the eladrin fey knight takes the other half.		
Alignment Good		Languages Common, Elven
Skills Arcana +8, Athletics +13, History +8, Nature +10		
Str 18 (+8)	Dex 22 (+10)	Wis 13 (+5)
Con 13 (+5)	Int 14 (+6)	Cha 16 (+7)
Equipment chainmail, light shield, longsword		

Bloodweb Spider Swarm (level 8)		Level 8 Soldier
Medium natural beast (spider, swarm)		XP 350
Initiative +13	Senses Perception +7; tremorsense 5	
Swarm Attack aura 1; the bloodweb spider swarm makes a basic attack as a free action against each enemy that begins its turn in the aura. In addition, an enemy that enters or starts its turn in the aura is slowed (save ends) by strands of crimson webbing.		
HP 88; Bloodied 44		
AC 22; Fortitude 17, Reflex 21, Will 17		
Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks		
Speed 4, climb 4 (spider climb)		
m Swarm of Fangs (standard; at-will) ♦ Poison		
+11 vs. Reflex; 2d6+3 damage, and ongoing 5 poison damage (save ends).		
Alignment Unaligned		Languages -
Skills Stealth +16		
Str 14 (+6)	Dex 24 (+11)	Wis 16 (+7)
Con 16 (+7)	Int 1 (-1)	Cha 8 (+3)

ENCOUNTER 5: SHOWDOWN STATISTICS (HIGH LEVEL)

Blightborn Thorn Blight		Level 11 Minion	
Medium fey humanoid (plant)		XP 150	
Initiative +11		Senses Perception +14	
HP 1; a missed attack never damages a minion.			
AC 25; Fortitude 21, Reflex 25, Will 23			
Speed 8			
m Thorns (standard; at-will) ♦ Poison			
+16 vs. AC; 4 poison damage (5 poison damage with combat advantage).			
Alignment Chaotic Evil		Languages Elven	
Skills Perception +14, Stealth +16			
Str 12 (+6)	Dex 23 (+11)	Wis 18 (+9)	
Con 13 (+6)	Int 5 (+2)	Cha 11 (+0)	

LeShanna		Level 13 Elite Controller (Leader)	
Lamia (Level 13)			
Medium fey magical beast (shapechanger)		XP 1,600	
Initiative +8		Senses Perception +13	
Swarm's Embrace aura 1; an enemy that starts its turn in the aura takes 10 damage			
HP 228; Bloodied 114			
AC 27; Fortitude 24, Reflex 23, Will 25			
Resist takes half damage from melee and ranged attacks;			
Vulnerable 10 against close and area attacks			
Saving Throws +2			
Speed 6; climb 6			
Action Points 1			
m Cursed Touch (standard; at-will) ♦ Healing			
+15 vs. Fortitude; 1d6 + 3 damage and the target is dazed (save ends). In addition, the lamia regains a number of hit points equal to the amount of damage dealt.			
M Devouring Swarm (standard; sustain minor; at-will)			
Reach 5; +15 vs. Fortitude; 3d6+3 damage. When the lamia sustains this power, the devouring swarm deals 3d6+3 damage to the target (no attack roll required). The target must be within this power's range for the lamia to sustain the power.			
C Pacifying Burst (standard; recharge 5 6) ♦ Psychic			
Close burst 5; +15 vs. Will; the target is stunned (save ends).			
Change Shape (minor; at-will)			
A lamia can alter its physical form to appear as an attractive medium humanoid of any race or gender (see Change Shape, MM 280).			
Squeezing Swarm			
By altering its shape, a lamia can squeeze through small openings as if it were a Tiny creature (see "Squeeze" in PH page 292).			
Alignment Evil		Languages Common, Elven	
Skills Arcana +13, Bluff +15, Insight +12			
Str 13 (+6)	Dex 14 (+7)	Wis 14 (+7)	
Con 18 (+9)	Int 17 (+8)	Cha 21 (+10)	

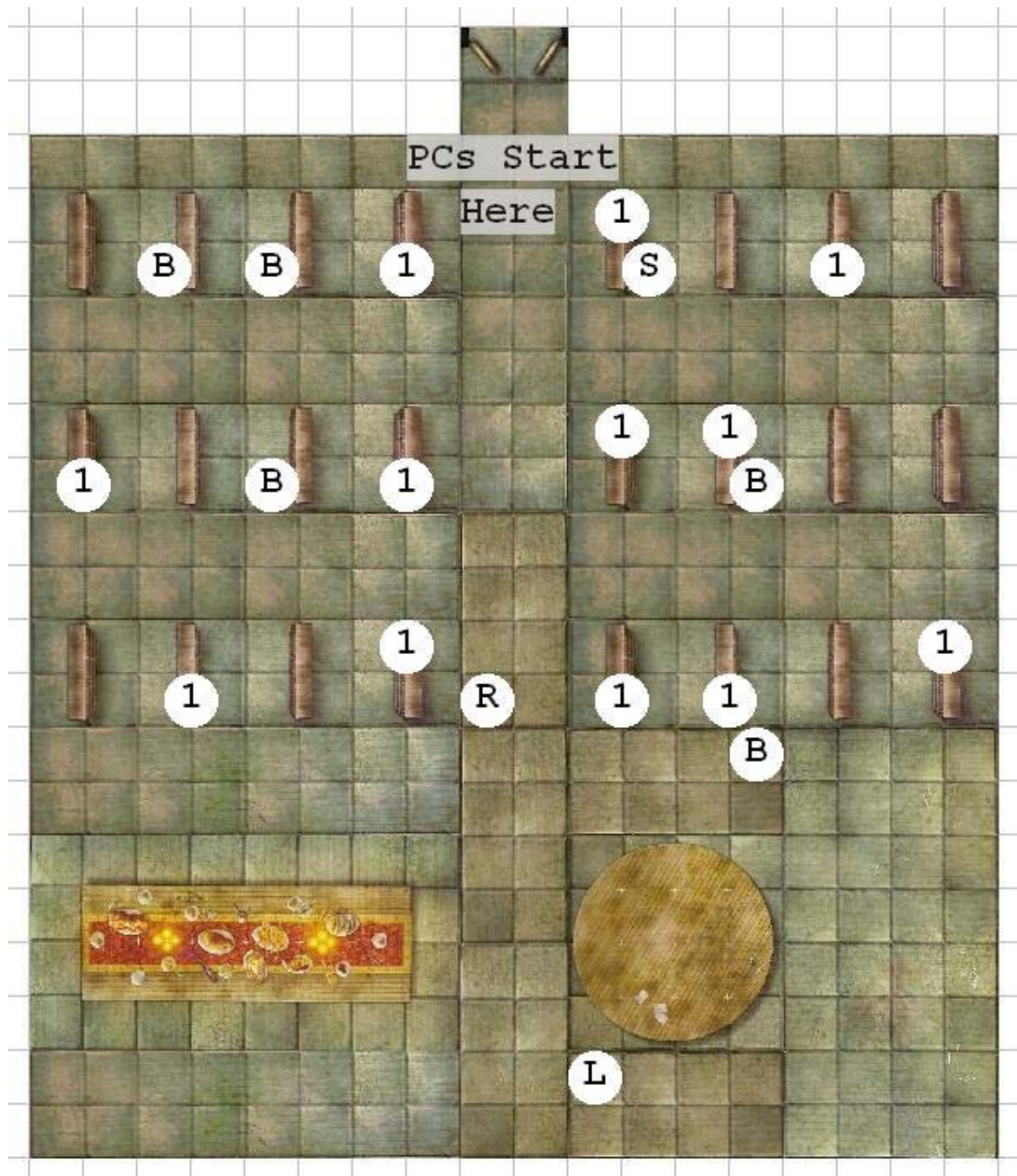
Randal		Level 11 Soldier (Leader)	
Eladrin Fey Knight (Level 11)			
Medium fey humanoid		XP 600	
Initiative +13		Senses Perception +6; low-light vision	
Feywild Tactics aura 10; fey creatures in the aura score a critical hit on a roll of 19 or 20 (a roll of 19 is not an automatic hit however)			
HP 109; Bloodied 54			
AC 29; Fortitude 21, Reflex 23, Will 21			
Saving Throws +5 against charm effects			
Speed 5			
m Longsword (standard; at-will) ♦ Weapon			
+16 vs. AC; 1d8 + 6 damage			
M Stab of the Entangling Wild (standard or opportunity; recharge 5 6) ♦ Weapon			
Requires longsword; +16 vs. AC; 3d8 + 6 damage and the target is restrained until the end of the eladrin fey knight's next turn. The eladrin fey knight cannot attack with its longsword while the target is restrained.			
R Feywild Challenge (standard; encounter)			
Ranged 10; the target is marked until the end of the encounter or until the eladrin fey knight dies, taking 6 damage each round it does not attack the eladrin fey knight.			
Fey Step (move; encounter) ♦ Teleportation			
The eladrin fey knight can teleport 5 squares			
Harvest's Sorrow (immediate reaction, when an ally within 5 squares is damaged, at-will)			
Half the attack's damage is negated and the eladrin fey knight takes the other half.			
Alignment Good		Languages Common, Elven	
Skills Arcana +9, Athletics +14, History +9, Nature +11			
Str 18 (+9)		Dex 22 (+11)	
Con 13 (+6)		Wis 13 (+6)	
		Cha 16 (+8)	
Equipment chainmail, light shield, longsword			

Bloodweb Spider Swarm (level 9)		Level 9 Soldier
Medium natural beast (spider, swarm)		XP 400
Initiative +13	Senses Perception +7; tremorsense 5	
Swarm Attack aura 1; the bloodweb spider swarm makes a basic attack as a free action against each enemy that begins its turn in the aura. In addition, an enemy that enters or starts its turn in the aura is slowed (save ends) by strands of crimson webbing.		
HP 96; Bloodied 48		
AC 23; Fortitude 18, Reflex 22, Will 18		
Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks		
Speed 4, climb 4 (spider climb)		
m Swarm of Fangs (standard; at-will) ♦ Poison		
+12 vs. Reflex; 2d6+3 damage, and ongoing 5 poison damage (save ends).		
Alignment Unaligned		Languages -
Skills Stealth +16		
Str 14 (+6)	Dex 24 (+11)	Wis 16 (+7)
Con 16 (+7)	Int 1 (-1)	Cha 8 (+3)

ENCOUNTER 5: SHOWDOWN MAP

TILE SETS NEEDED

Halls of the Giant King x11



ENCOUNTER 6: AFTERMATH

SETUP

This encounter assumes the PCs have not killed Randal. If Randal was killed in the previous encounter, proceed to the Troubleshooting section.

Once LeShanna is killed, she returns to life within a month's time. Unless Moonshadow's wards are reestablished, LeShanna gains more freedom as time goes by until she is free.

To bind LeShanna, one person must volunteer to serve as Keeper. Moonshadow's notes have all the rituals needed. The PCs can spend a few days to find them. Moonshadow's notes are strongly geared toward an eladrin or elf (though a half-elf or other fey is also acceptable) taking on the burden. If no PC accepts the responsibility, Randal steps up and agrees.

Only ONE PC can accept this responsibility; allow the PCs to decide among themselves who accepts it.

"WHY DID YOU WORK FOR HER?"

This question can very well be asked by the PCs to Randal. Randal does admit that he really liked LeShanna, as she is a fey princess (which she was). He thinks she may have used magic to affect his behavior, but he admits that he was acting of his own free will, believing that she could help him in his quest. He regrets hurting any PCs and promises to make amends in the future.

If the PCs share information about the portals which they found in Encounter 3, Randal gives each PC the promised 50 gp each.

TROUBLESHOOTING: RANDAL IS DEAD

If Randal is dead, a relative of Moonshadow (also called Moonshadow) arrives at the mansion shortly afterward. If the PCs have not taken up the burden of the binding, the younger Moonshadow takes on the responsibility.

TROUBLESHOOTING: LESHANNA TRIUMPHANT

If the PCs were defeated in the previous encounter, LeShanna breaks free and escapes, using the PCs' research to return to the Spiderwood where she reasserts her authority.

Although the Moonshaes do not suffer immediately, there is no doubt LeShanna already plots her revenge.

ENDING THE ENCOUNTER

NEW KEEPER (PC OR NPC)

The moon rises in the sky as [New Keeper's Name] stands in the middle of you (the others). The others intone the short chant that will bind you as the new Keeper of LeShanna. The words rise to the stars in the darkness.

At first, there is nothing, but then a mist-like veil made of starlight rains down on [New Keeper's Name]. The starlight forms into a thousand little spiders.

As [New Keeper's Name] comes out of the circle, his/her pupils now shaped like a spider with silver legs.

CONCLUSION

At the end of the adventure, LeShanna is either magically bound again whether it be a PC or an NPC or LeShanna is free.

Remind those players who have not yet taken played *BALD1-5 Lost Refuge* that the major quest continues there.

Those PCs who have played this adventure and *BALD1-5 Lost Refuge* should be encouraged to complete the quest in the paragon tier adventure *BALD2-1* (title TBA).

Although the lodestone of the planes was given to the PCs by LeShanna, it still must be taken as a treasure bundle if a PC wants to keep it.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players can and should track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: To find a portal

900 / 1,500 XP

Encounter 3: Spiderwood

1,750 / 2,500 XP

Encounter 4: Moonshadow

150 XP

Encounter 5: Showdown

2,850 / 4,050 XP

Total Possible Experience

1,120 / 1,700 XP

Gold Per PC

150 / 200 gp

(Encounter 3: 50/75 gp, Encounter 5: 50/75 gp, Encounter 6: 50 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely)

that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award, and ensure you enter the total amount of gold gained (minus any expenditures) online. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *wand of eldritch rain +2* (low-level version only) (level 8; PH)

Found in Encounter 4

Bundle B: *cloak of survival +2* (low-level version only) (level 9; PH)

Found in Encounter 4

Bundle C: *guardian shield* (level 10, PH)

Found in Encounter 3

Bundle D: *lodestone of the planes* (level 8, *Manual of the Planes* 158)

Found in Encounter 2

Bundle E: *wand of eldritch rain +3* (high-level version only) (level 13; PH)

Found in Encounter 4

Bundle F: *battlestrider greaves* (high-level version only) (level 12; PH)

Found in Encounter 4

Bundle G: ritual scroll of Fey Passage (level 6; *Manual of the Planes* 150)

Found in Encounter 4

Bundle H: ritual book containing Enchant Magic Item, Knock, Magic Circle and Secret Page

Found in Encounter 4

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350/500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text). Make sure to mark the story award codes next to each character that earned them on the tracking form.

MOON10 Keeper of LeShanna

(Only a PC who underwent the Keeper of LeShanna ritual during the adventure can earn this reward).

You have undergone a ritual that binds LeShanna to Moonshadow Mansion. As a result of this ritual, your pupils are now shaped like a spider (if you had no pupils, you now have some that are light purple). Though there is no innate bonus or penalty for this, some people may react positively or negatively to this. Should you die for any reason, the bonds that bind LeShanna weaken. Each time you die, check in one of the boxes below.

[] [] [] [] [] []

MOON11 Moonshadow's Research

You have studied the many notes, loose scrolls, side notes and other material Moonshadow was going to compile into his grand codex. Those notes, although more detailed about the Island of Alaron in the Moonshaes, can be used elsewhere. When you conduct research about other planes, inform your DM that you have done this research.

This reward either counts as Part 1 or Part 2 of the *Lost Fey Gates of the Sea of Swords* major quest.

Indicate if this PC was given a specially-made locket by LeShanna during the adventure by checking one of the two boxes below.

[] Yes

[] No

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Who became LeShanna's Keeper?

- a. A PC
- b. Randal
- c. Moonshadow the Younger
- d. LeShanna escaped

2. Was Randal killed (by the PCs or LeShanna and her allies)?

- a. Yes, by the PCs
- b. Yes, by LeShanna's other allies
- c. No

NEW RULES

ITEMS

Lodestone of the Planes

Level 8

This arrow-shaped piece of magnetite bound in electrum whirls in the air, directing you to a portal you're looking for.

Wondrous Item 3,400 gp

Power (Daily): Special. Use this power during a short or an extended rest only. You learn the direction and rough distance to the nearest portal connected to a plane of your choice.

Reference: *Manual of the Planes* p. 158

RITUALS

Fey Passage

You open a path marked by standing stones, allowing you and your allies to step into the Feywild.

Level: 6	Component Cost:
Category: Travel	140 gp (see below)
Time: 10 minutes	Market Price: 360 gp
Duration: Instantaneous	Key Skill: Arcana or Nature (no check)

Use this ritual at a fey crossing (see *Manual of the Planes* page 34). When you perform this ritual, you transport yourself and up to eight allies from the world to a corresponding location in the Feywild, or from the Feywild to a corresponding location in the world. The fey crossing need not be active for Fey Passage to work.

You remain in the Feywild until you leave by another means or you perform this ritual again at a fey crossing.

Special: Eladrin have a special connection to the Feywild. Consequently, an eladrin who has mastered this ritual or performs it from a scroll does not pay the component cost.

Reference: *Manual of the Planes* p. 150

PLAYER HANDOUT 1: MOONSHADOW'S NOTES

Cut out each section and hand them to the PCs as they find them out (refer to Encounter 2 for details).

ARCANA 1

This loose sheet of paper was inserted into a great book filled with drawings of fey and other monsters.

"The Spiderwood portal moves between many of locations, around the mansion. Some are easy to find and others are well-hidden or so small that a cricket could not pass through them."

The document refers to a "map" that cannot be found.

"Most of which I have been able to identify. I believe the location has to do with the light and position of the Moon."

ARCANA 2

Located on a page in a notebook filled with nonsensical writings and unsuccessful attempts at creating rituals to open gates to the Feywild.

"I have spent days looking for the portals. They only open shortly after moonrise. My best estimation is that they remain open for about an hour."

"It seems that the portal does not open, or maybe it closes itself, as soon as the moon disappears completely behind the clouds. This leads me to believe that the portals are somehow linked to the Moonmaiden, but the link is tenuous at best."

HISTORY 1

This journal entry is dated seventy years ago. It is on a loose sheet of paper buried in a pile of other unrelated notes.

"The adventurers I sent have returned today. They have drawn some great maps of the Spiderwood. I will examine them to see how the Feywild has been affected by what is going on... Hopefully my old maps are still valid. But who knows."

"I spoke with Wallace Kallio, one of the local druids, about the possibility of going back there, but he refused. He said that his adventuring days were over. I was saddened by the loss of such a trustworthy fellow."

RELIGION 1

Written on a long-since used ritual scroll, the following appear under the header "Days of the Fey Year".

"The pure fey, though few worship the gods, share a number of days they hold sacred with some of the gods. First off any day held sacred for Corellon, often matches up to a fey holiday."

"I have reveled with them in song and dance on the same day where we celebrate the victory of Corellon over Gruumsh. They explained to me the difference in their worship rites, but by then the wine and mead proved too much for me. I woke up painted bright purple, but quite happy..."

"On those holy days, fey portals glow much brighter, so bright in fact that I thought a star had fallen from the heavens."

What follows is a list of dates written down. A number of them are within the next 10 days.

NATURE 1

Scribbled in the cover of a book called "Herbs and Spices of Alaron", the following notes have been scribbled.

"Fey portals usually open near strange natural formations human peasants call faerie rings. Although many portals do have ring-shaped signs, large numbers of certain plants generally indicate a fey presence."

A number of plants have been crossed off with comments like "useless", "no link", or "possible". However the following plants are circled: clover, toadstool and wild rhubarb.

HANDOUT 2: A CHANCE ENCOUNTER

Cut out each section and hand them to the PCs as the find them out (refer to Encounter 2 for details).

As you are going around the house, you come across Lady LeShanna busy working on her embroideries. She looks up and invites you to sit with her for a moment.

After a few pleasantries, she asks you if you would agree to allow her to create a small token for you, similar to the one she gave your party to find Moonshadow and the one she asked you to retrieve.

Power (Daily): Special. Use this locket during a short or an extended rest only. You learn the direction and rough distance to the nearest portal connected to a plane of your choice.

She requires one of your hairs to attune the item to you and you alone. Do you accept her gift? (If you have questions, feel free to ask your DM in private if possible).

She will give it to you privately a few hours after this meeting.

Yes [] No []

As you are going around the house, you come across Lady LeShanna busy working on her embroideries. She looks up and invites you to sit with her for a moment.

After a few pleasantries, she asks you if you would agree to allow her to create a small token for you, similar to the one she gave your party to find Moonshadow and the one she asked you to retrieve.

Power (Daily): Special. Use this locket during a short or an extended rest only. You learn the direction and rough distance to the nearest portal connected to a plane of your choice.

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Yes [] No []